

# *Basic Combat Training*



## *POI Pilot Program ASSESSMENT BRIEF*



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# CONFIDENCE & COMPETENCE



- Field time (Immersion POI)
  - Increased Competence - Coach/Teach/Mentor role of DS during FTX.
  - Increased Confidence - Overcoming adversity in the field, increased competence from better instruction.
- Warrior Ethos - Noticeable increase in teamwork, pride, and Army Values (Immersion and Alternate).
- Daily weapons issue to Alternate Company soldiers.
- Difficulty rescheduling TNG events in Immersion and Alternate POI
- Two weeks between BR 2 and BR 3, because of Guard Duty Class.
- Lack of D&C proficiency in Immersion Company - little time allotted.
- Lack of skill retention in Immersion Company - compressed training schedule.
- High attrition rate in Immersion Company
  - Intensity of Training, field time
  - Warrior Ethos focus
  - 91W
- Job Book effectiveness



# CADRE ENDURANCE



- Field time (Immersion POI) – Increased DS motivation
- DS Fatigue noted in week 3 (Immersion).



# RESOURCES



- Difficulties coordinating ammo/trans for MK-19, M2 HMG range (Immersion).
- More pyrotechnics needed for BTT 1-6 and STX 1 (Immersion).
- No inclement weather plan for FA 1,2 (Immersion and Alternate) – also related to inflexible schedule.



# POI ADJUSTMENTS



- Add one overnight FTX to POI during FA 1, 2.
- Increase time allotted for D&C.
- Missing/Inadequate TSPs for Army Organization, Interact with News Media, and Warrior Ethos.



## POI COMPARISON (1 of 2)

<b>TRAINING EVENTS</b>	<b>CURRENT POI</b>	<b>ALTERNATE POI</b>	<b>IMMERSION POI</b>
<b>40 Warrior Skills</b>	<b>19 out of 40 Skills</b>	<b>39 out of 40 Skills</b>	<b>40 out of 40 Skills</b>
<b>9 Warrior Drills</b>	<b>4 out of 9</b>	<b>8 out of 9</b>	<b>9 out of 9</b>
<b>M240</b>	<b>No</b>	<b>2 Hours</b>	<b>5 Hours</b>
<b>M2 HMG</b>	<b>No</b>	<b>2 Hours</b>	<b>5 Hours</b>
<b>MK 19</b>	<b>No</b>	<b>2 Hours</b>	<b>5 Hours</b>
<b>M249</b>	<b>2.5 Hours</b>	<b>5 Hours</b>	<b>10 Hours</b>
<b>ARM</b>	<b>No</b>	<b>11 Hours</b>	<b>11 Hours</b>
<b>Live fire/maneuver</b>	<b>Buddy Team</b>	<b>Fire Team</b>	<b>Fire Team</b>
<b>Hand to Hand</b>	<b>Grappling</b>	<b>Grappling</b>	<b>Grappling, plus exposure to advanced</b>
<b>Days In the Field</b>	<b>3 Days</b>	<b>10 Days</b>	<b>23 Days</b>
<b>FTX Lengths (days)</b>	<b>3 Days</b>	<b>2, 3, 2, 5 Days</b>	<b>3, 20 Days</b>
<b>Urban Operations</b>	<b>No</b>	<b>8 Hours</b>	<b>18 Hours</b>
<b>Convoy Operations</b>	<b>None</b>	<b>8 Hours</b>	<b>8 Hours</b>



## POI COMPARISON (2 of 2)



<b>TRAINING EVENTS</b>	<b>CURRENT POI</b>	<b>ALTERNATE POI</b>	<b>IMMERSION POI</b>
<b>Testing</b>	<b>Phase Testing</b>	<b>Job Book</b>	<b>Job Book</b>
<b>Drill &amp; Ceremony</b>	<b>8 periods thru Phase III</b>	<b>7 periods, mainly in Phase I</b>	<b>7 periods, mainly in Phase I</b>
<b>Fieldcraft</b>	<b>Limited (3 days)</b>	<b>Moderate (10 Days)</b>	<b>Maximum (23 Days)</b>
<b>Foot Marches (km)</b>	<b>3, 5, 8, 10, 10, 15</b>	<b>3, 5, 8, 10, 10, 15</b>	<b>3, 5, 8, 10, 10, 15</b>
<b>PT Periods (including field PT and APFT periods)</b>	<b>32</b>	<b>40</b>	<b>44</b>
<b>General Soldierization Subjects</b>	<b>34 Hours</b>	<b>34 Hours</b>	<b>34 Hours</b>
<b>Training on Sunday</b>	<b>No</b>	<b>No</b>	<b>½ Day</b>
<b>Drill Sergeant to Soldier ratio</b>	<b>1:20</b>	<b>1:15</b>	<b>1:15</b>





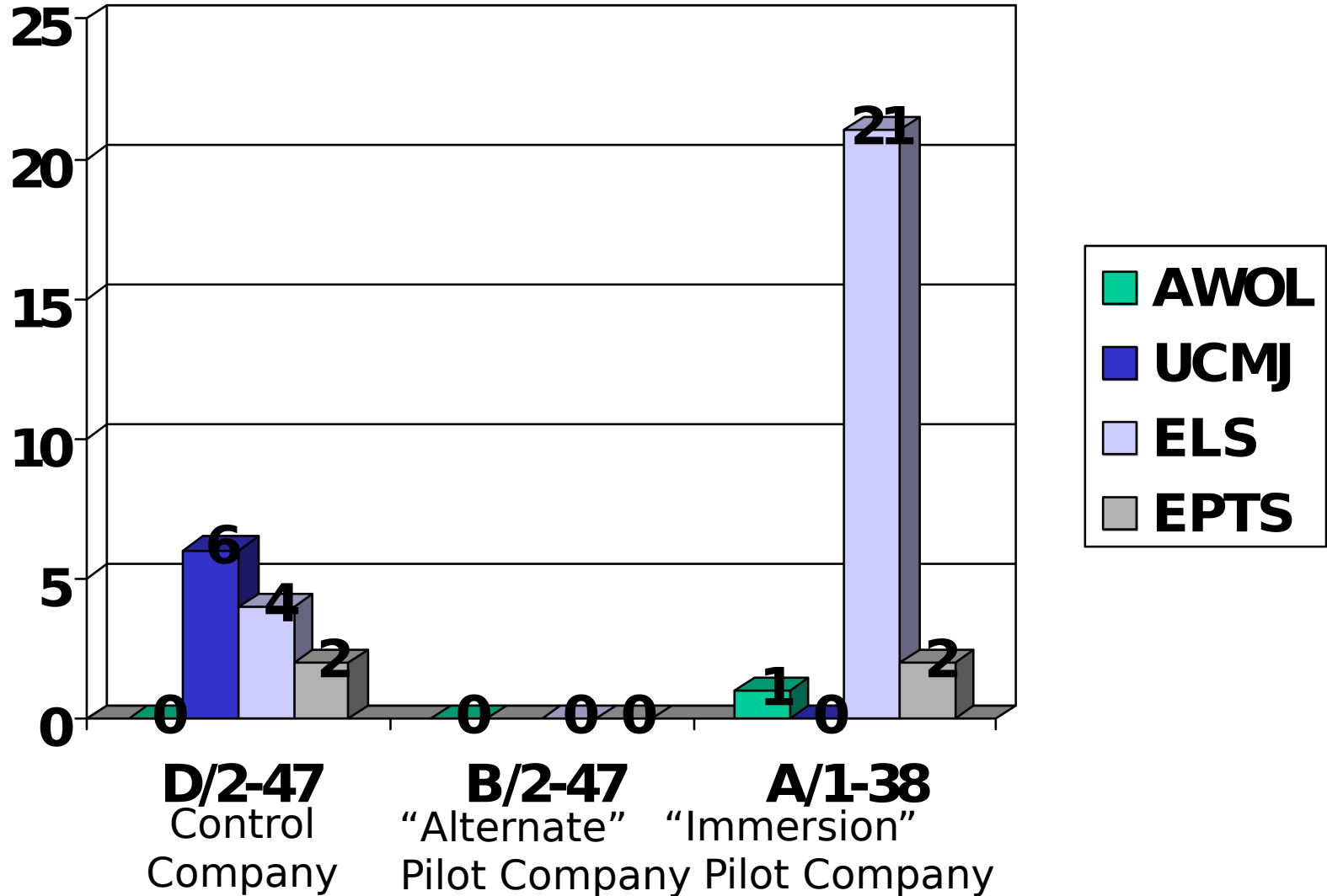
# Number of tasks trained per week



Week:	1	2	3	4	5	6	7	8	9
CONTROL		9	14	14	11				
ALTERNATE	26	13	13	12	14	9	16	12	
IMMERSION	30	19	24	17	22	25	19	19	0

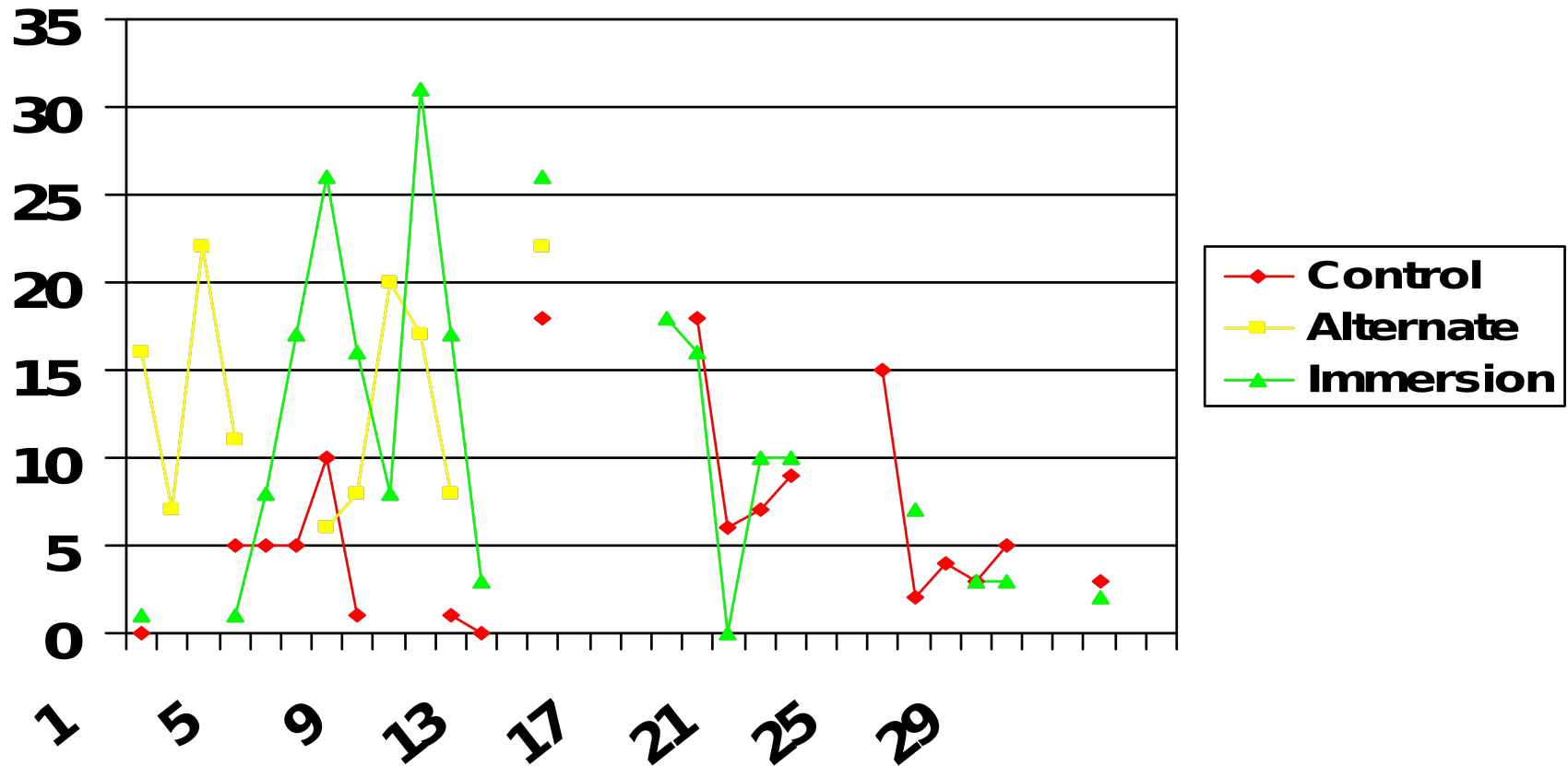


# Attrition Comparison



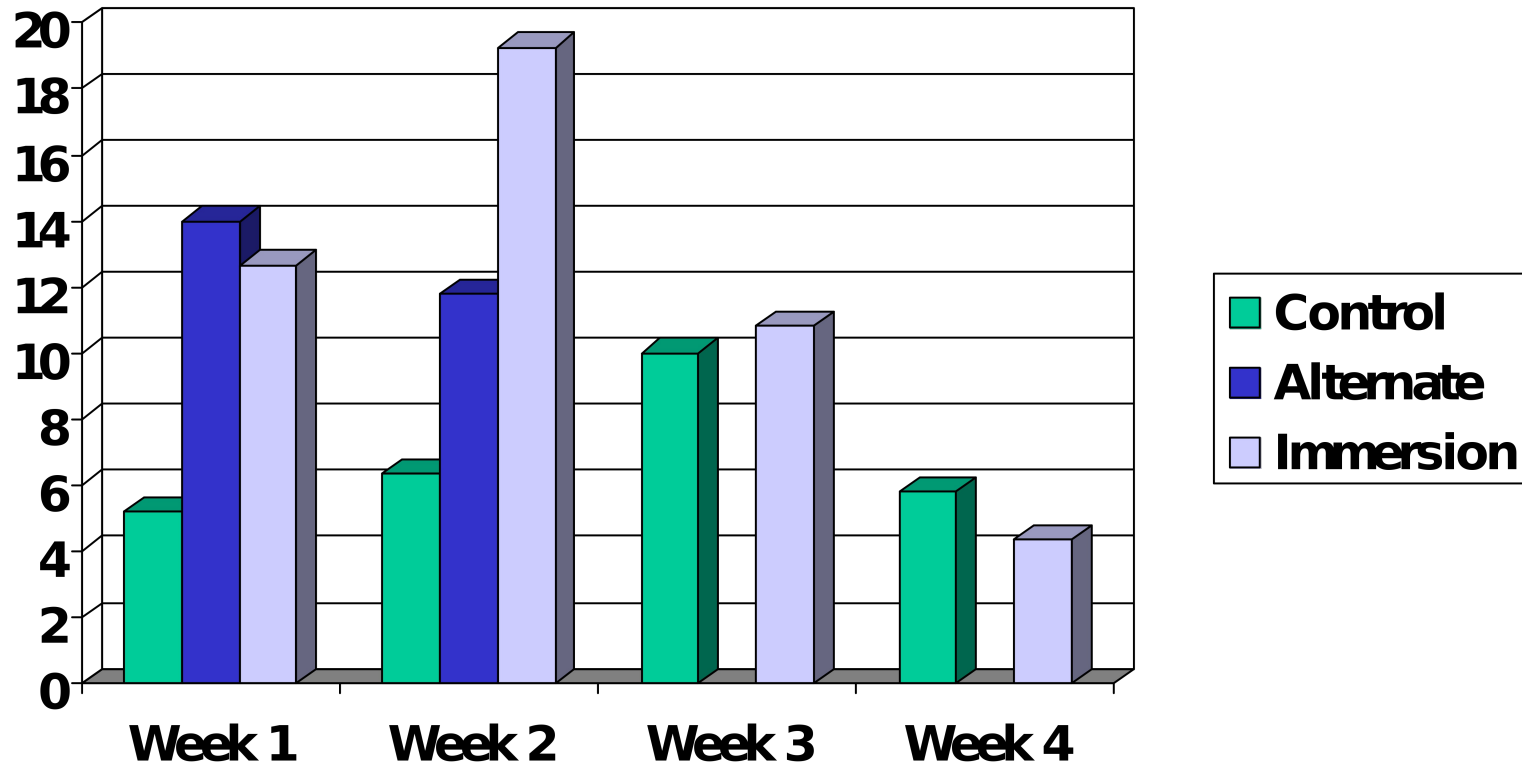


# Sick Call Comparison



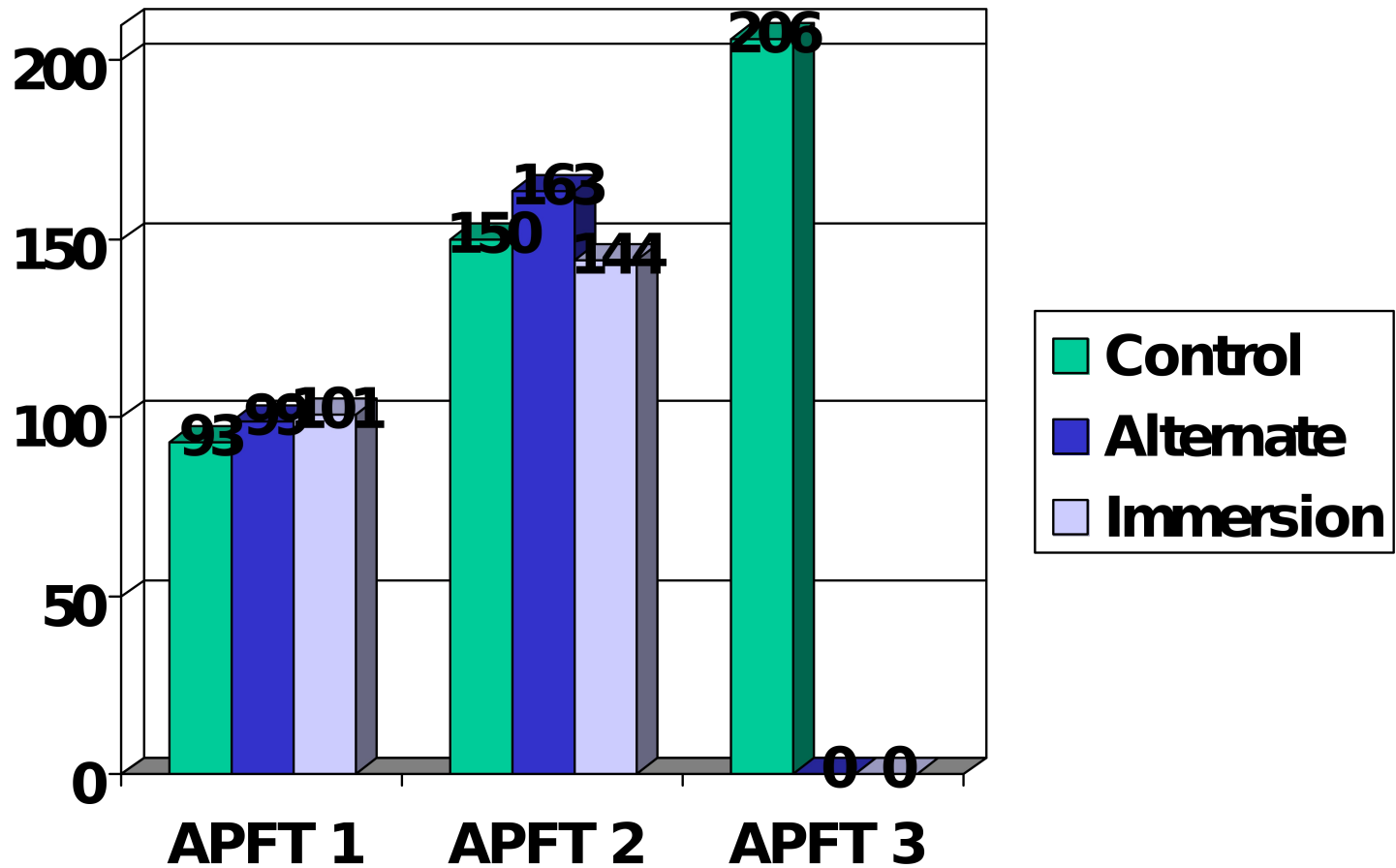


# Average Sick Call by Week



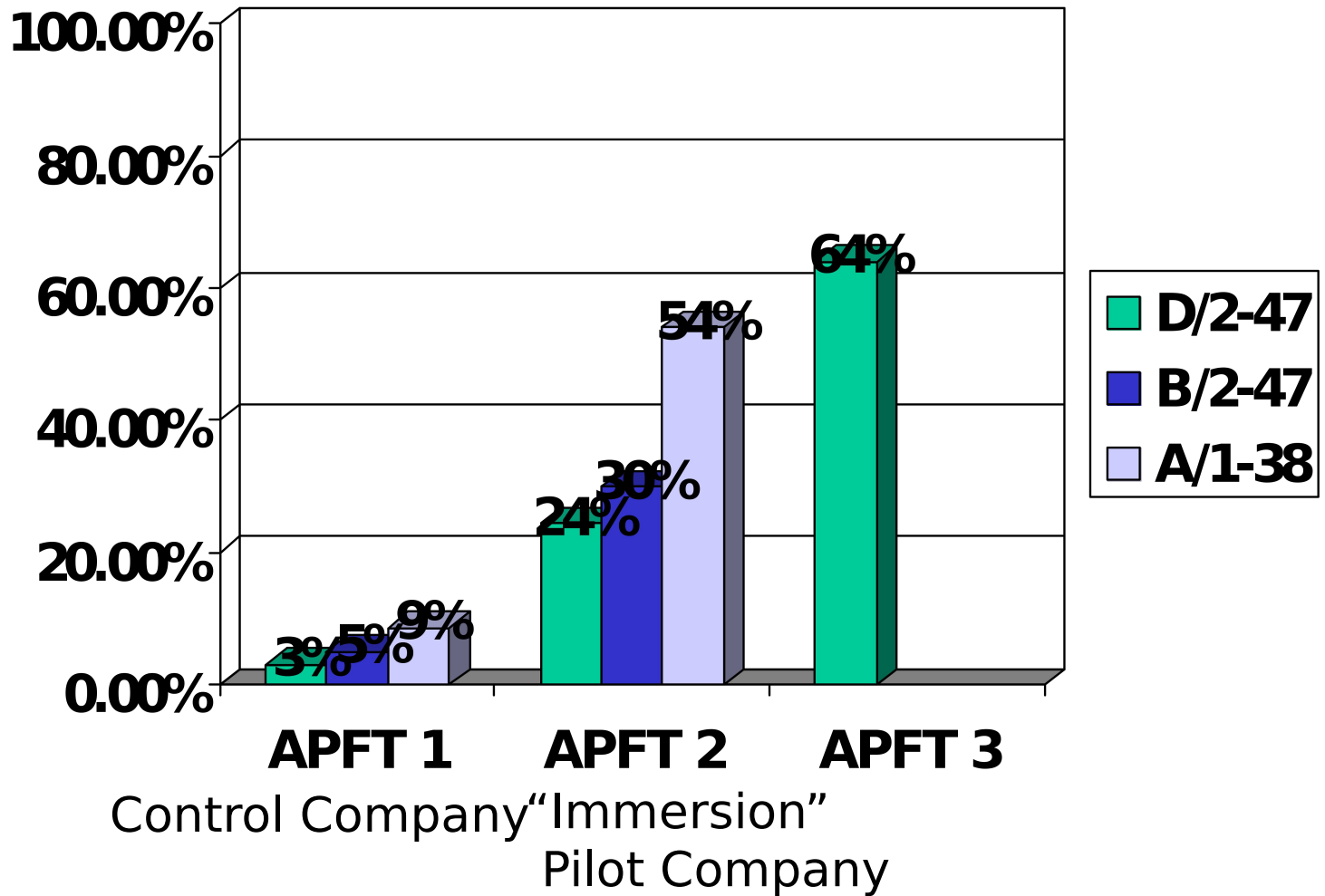


# APFT AVG Score Comparison





# APFT Percentage Passed Comparison





# TRAINING STATS(BRM)

